



GAME DESIGN ACTIVITY

HERITAGE AND MODULAR DESIGN

(PREVIOUS ACTIVITY ADD-ON)

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 Bethesda



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INTRODUCTION

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WHAT IS HERITAGE?

ABILITY TO ADAPT & EVOLVE

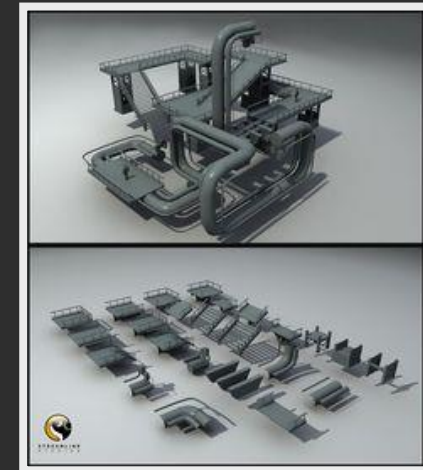
- ▶ TAKE PROFIT OF EXISTENT CONTENT.
- ▶ CREATION OF NEW VARIATIONS.
- ▶ "EASY" TO MODIFY.



WHAT IS MODULAR DESIGN?

"NEW DIMENSION" OF TILEMAPS

- ▶ CREATION OF "ASSETS" (MODULES) TO PERFORM A SCENARIO.
- ▶ MORE EFFICIENT.
- ▶ DIFFERENT COMPLEXITY LEVELS.



HERITAGE

HERITAGE IN FIREARMS

TYPES OF STANDARD WEAPONS

► SHELLS. 



COMBAT SHOTGUN



SUPER SHOTGUN

► BULLETS. 



HEAVY CANNON



CHAINGUN

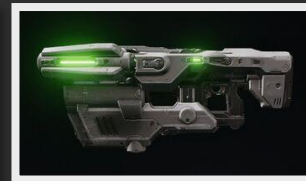
► CELLS. 



PLASMA RIFLE



BALLISTA



BFG 9000



UNMAKYR

► ROCKETS. 



ROCKET LAUNCHER

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HERITAGE

HERITAGE IN FIREARMS

SPECIAL WEAPONS

▶ **CHAINSAW.**
(GAS AMMO)



▶ **PISTOL.**
(INFINITE AMMO)



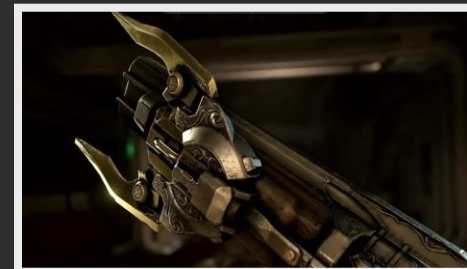
▶ **THE CRUCIBLE.**
(CHARGES / ENERGY)



▶ **DOOMBLADE.**
(DYING ENEMIES)



▶ **MEAT HOOK.**
(COOLDOWN)



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HERITAGE

HERITAGE IN FIREARMS

STANDARD WEAPONS MODIFICATIONS (EXAMPLE)

► HEAVY CANNON.



BULLETS



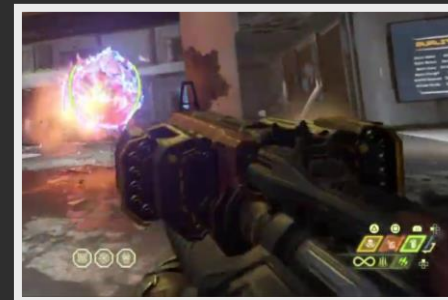
→ SECONDARY
MODES

1 - "PRECISION BOLT".



- SNIPER MODE.
- POWERFUL SHOT.
- HIGHER AMMO CONSUMPTION.

2 - "MICRO MISSILES".



- SMALL MISSILE GROUP.
- ADJUSTABLE QUANTITY.
- HIGHER AMMO CONSUMPTION.

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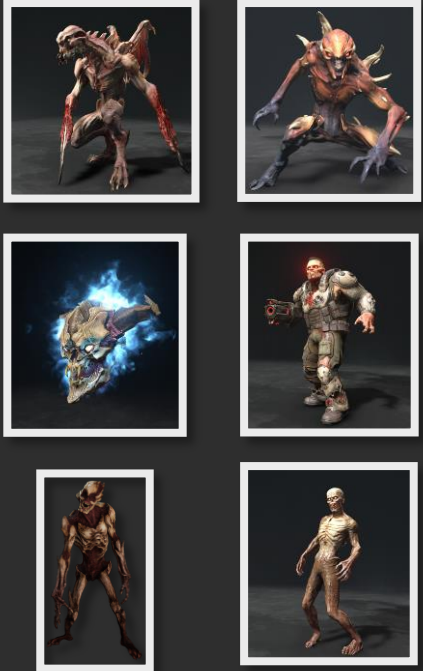
HERITAGE

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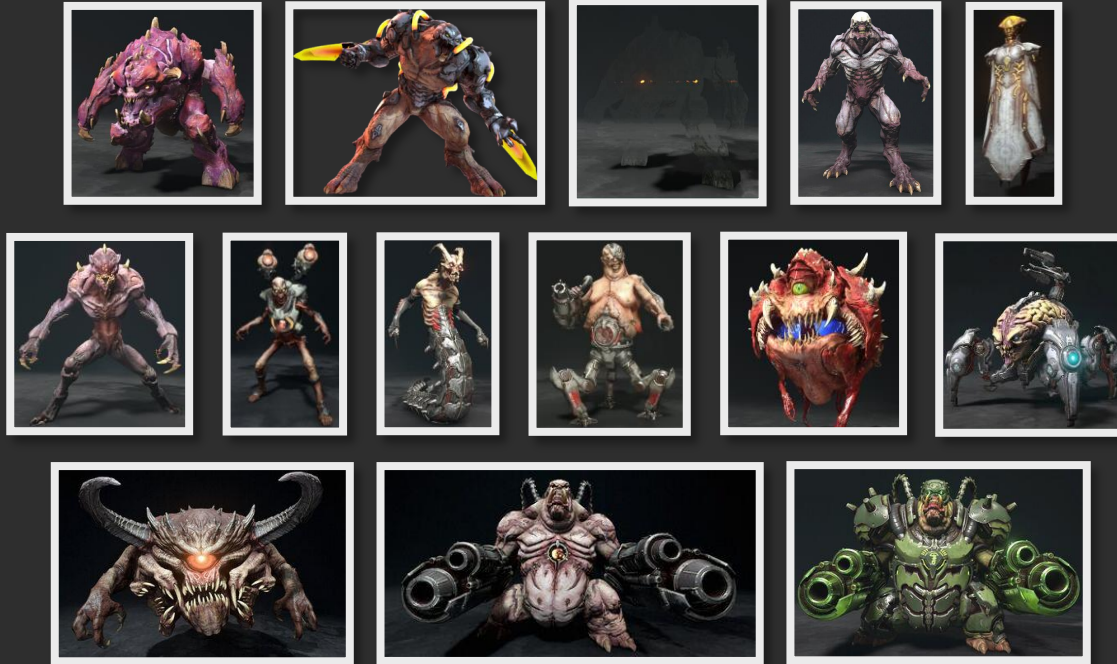
HERITAGE IN ENEMIES

ENEMY ORGANIZATION

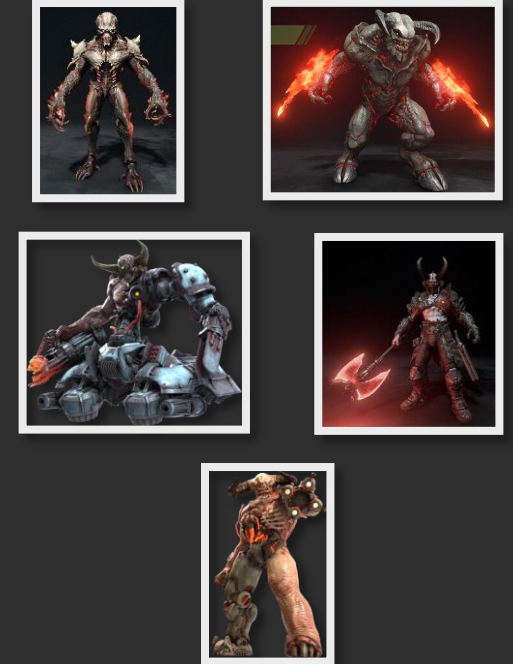
▶ “FODDER” GROUP.



▶ “HEAVY” GROUP.



▶ “SUPER HEAVY” GROUP.



HERITAGE

HERITAGE IN ENEMIES

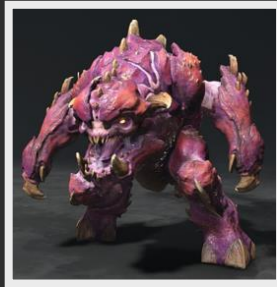
HIERARCHY OF HERITAGE

1- HELL KNIGHT. (BASE ENEMY)



- ▶ RUSH DOWN.
- ▶ PUNCHES.
- ▶ AREA ATTACK.

2- PINKY. (HERITAGE LVL #1)



- ▶ RUSH DOWN.
- ▶ MORE RESISTANT.
- ▶ VISIBLE WEAK POINTS.

3- SPECTRE. (HERITAGE LVL #1)



- ▶ RUSH DOWN.
- ▶ INVISIBLE.
- ▶ LESS RESISTANT THAN PINKY.

4- DREAD KNIGHT. (HERITAGE LVL #2)



- ▶ RUSH DOWN.
- ▶ AREA ATTACK.
- ▶ LONG DISTANCE ATTACK.

5- FIREBORNE BARON. (HERITAGE LVL #2)



- ▶ RELENTLESS.
- ▶ AREA ATTACK.
- ▶ LONG DISTANCE ATTACK.

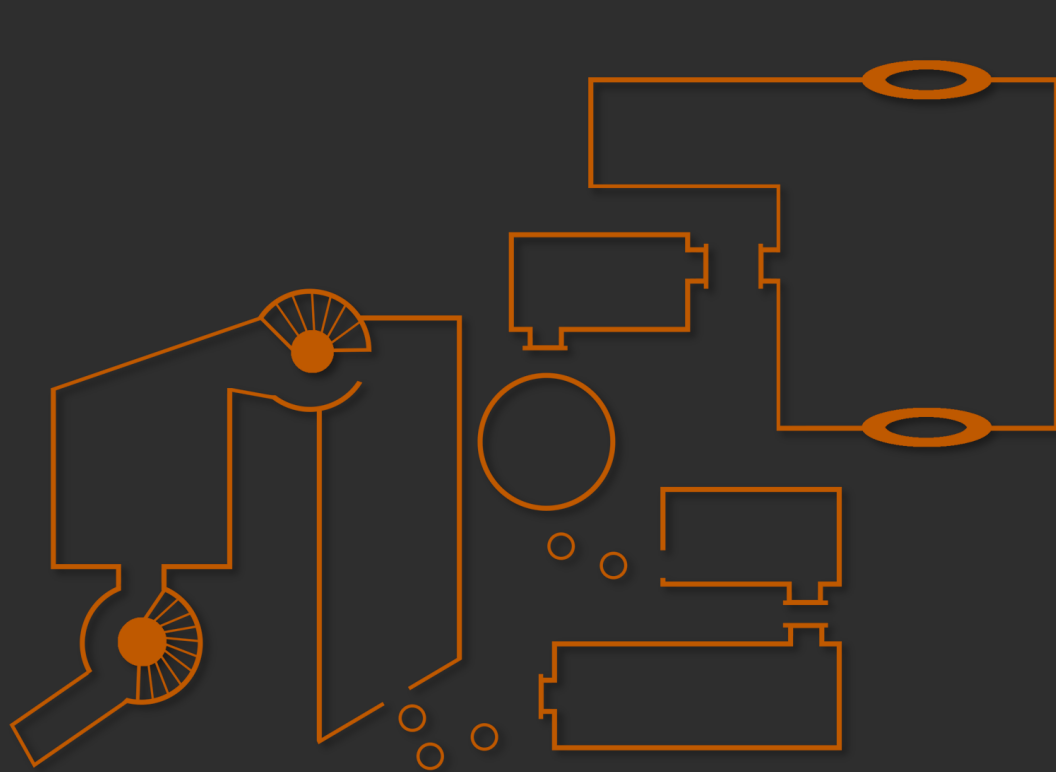
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MODULAR DESIGN

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OBJECTIVE: CREATING A NEW BASIC LEVEL MAP

SET MODULES BASED ON THE PREVIOUS LEVEL DESIGN ACTIVITY



(EXISTING LEVEL)

▶ STAIRS.



▶ PLATFORMS.

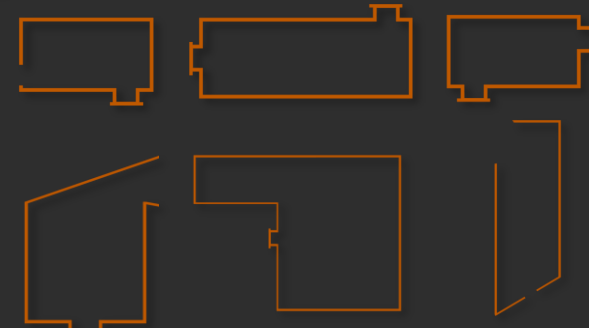


(CIRCULAR PLATFORM)



(GRIP WALL)

▶ ROOMS.



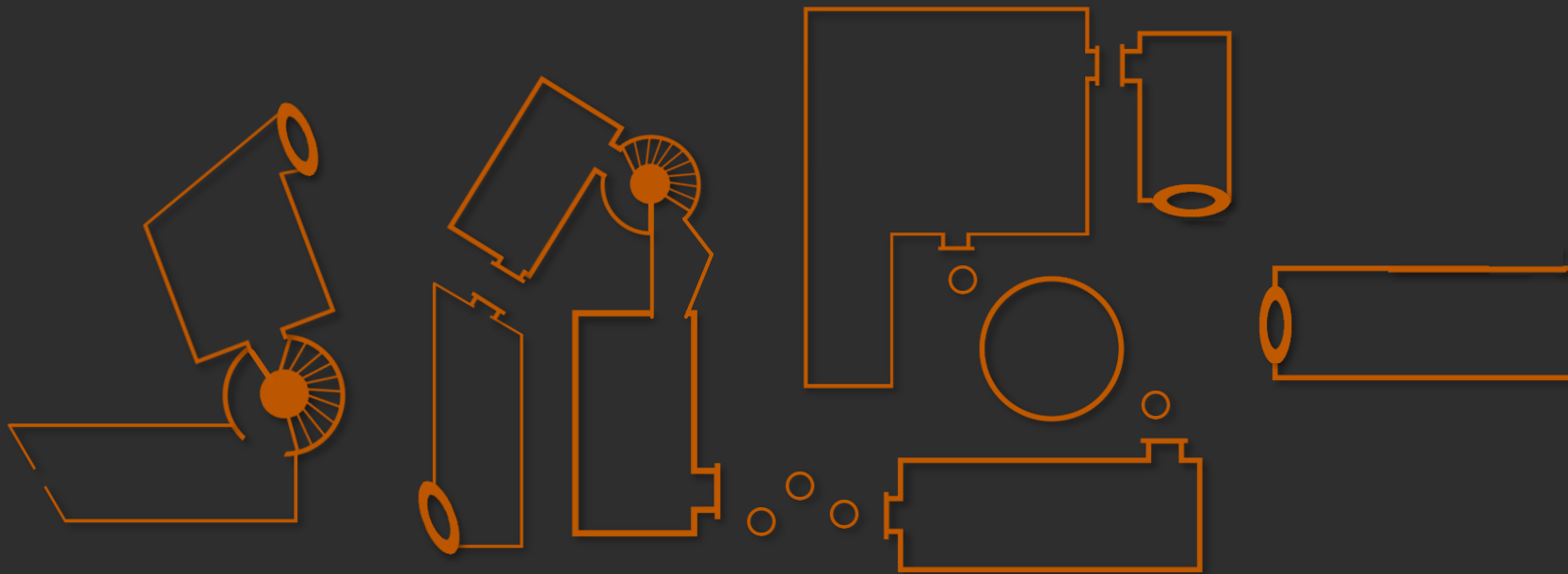
▶ PORTALS.



MODULAR DESIGN

NEW LEVEL DESIGN (CONCEPT)

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(NEW LEVEL)

SUMMARY

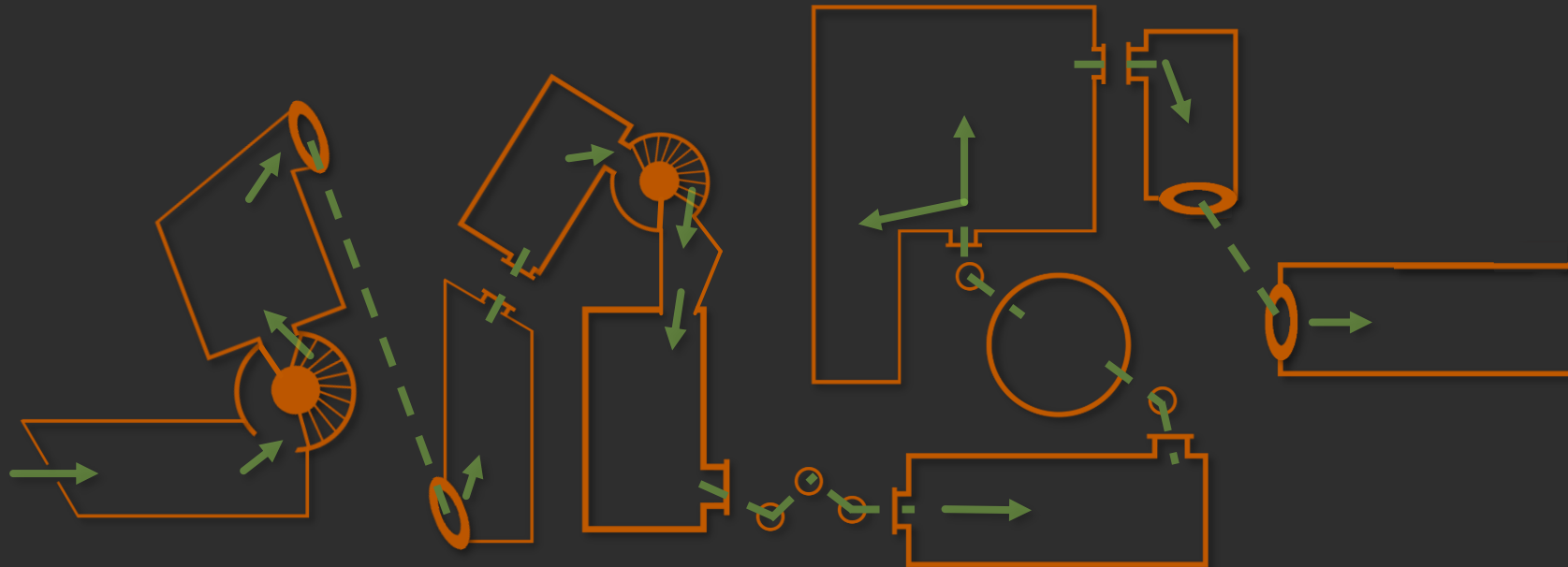
- ▶ x2 STAIRS.
- ▶ x13 PLATFORMS.
- ▶ x10 ROOMS.
- ▶ x2 PORTALS (PAIRS).

MODULAR DESIGN







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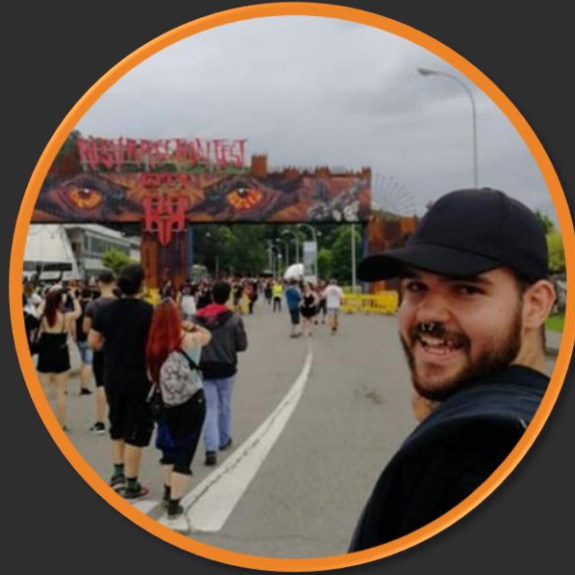
NEW LEVEL DESIGN (PLAYER'S PATH)

■ PATH



THANKS!

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